

## **IN THE ABSTRACT**

Please replace the original Abstract of the Disclosure with the attached clean copy of the amended Abstract of the Disclosure.

A game machine includes a CPU[[,]] and, when a game cartridge is loaded in the game machine, the CPU is electrically connected to a ROM in the game cartridge and a [[flush]] flash memory having two backup areas. Game data generated ~~according to~~ during the progress of a game is stored (renewed) in a work memory, and last game data is ~~written-saved~~ in the backup area ~~according to~~ in accordance with an instruction ~~provided, for example, by~~ a user ~~for example~~. When the user so instructs that the last game data ~~is-written~~ should be saved, the CPU selects as a write-objective a backup area stored with the game data having an older writing time. ~~At this time, if~~ If writing to the selected backup area cannot be performed at that time, ~~overwriting~~ writing of the last game data ~~on~~ over the game data written immediately before is prohibited, so as to leave intact the game data generated during the preceding game play ~~one generation ago~~.